

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A method for rendering a frame of animation in a computer system having a computer memory, the method comprising:

retrieving scene descriptor data associated with the frame of animation, wherein the scene descriptor data includes a first specification of at least one object, the first specification being associated with a first user-defined purpose for rendering the frame of animation, [[and]] wherein the scene descriptor data includes a second specification of the at least one object, the second specification being associated with a second user-defined purpose for rendering the frame of animation, and wherein the first and second specifications are independent of each other;

receiving a selection of a first rendering option corresponding to the first user-defined purpose or a second rendering option corresponding to the second user-defined purpose;

querying a database external to the computer system for a first representation of the one object in response to the first specification of the object when the selection is of the first rendering option;

receiving the first representation of the object from the database external to the computer system when the selection is of the first rendering option;

loading the first representation of the object into the computer memory when the selection is of the first rendering option; and

rendering the object for the frame of animation using the first representation of the object when the selection is of the first rendering option;

wherein the first representation of the object is not loaded into the computer memory when the selection is of the second rendering option.

2. (Previously Presented) The method of claim 1 further comprising:

querying the database external to the computer system for a second representation of the one object in response to the second specification of the object when the selection is of the second rendering option;

loading the second representation of the object into the computer memory when the selection is of the second rendering option; and

rendering the object for the frame of animation using the second representation of the object when the selection is of the second rendering option;

wherein the second representation of the object is not loaded into the computer memory when the selection is of the first rendering option.

3. (Original) The method of claim 1

wherein the one object comprises a geometric object; and wherein the first representation of the object comprises a geometric description of the geometric object.

4. (Previously Presented) The method of claim 1

wherein the one object comprises a camera object; and

wherein the first representation of the camera object comprises data selected from the group consisting of: camera field of view, camera position, camera orientation, camera aspect ratio.

5. (Previously Presented) The method of claim 1

wherein the one object comprises a light object; and

wherein the first representation of the light object comprises data selected from the group consisting of: type of light source, light color, light source, light quality, light shape.

6. (Previously Presented) The method of claim 1 wherein querying the

database comprises:

providing to an asset management system the first specification of the object; and

receiving a location of the first representation of the one object from the asset management system.

7. (Original) The method of claim 1 further comprising:
storing the frame of animation; and
displaying the frame of animation.

8. (Currently Amended) A method for rendering a frame of animation in a computer system having a computer memory, the method comprising:

retrieving scene descriptor data associated with the frame of animation, wherein the scene descriptor data specifies at least one object, wherein the object is associated with a reference to a first representation of the object, the first representation of the object being associated with a first user-defined purpose for rendering the frame of animation, [[and]] wherein the object is associated with a reference to a second representation of the object, the second representation of the object being associated with a second user-defined purpose for rendering the frame of animation, and wherein the first and second specifications are independent of each other;

receiving a selection of a first rendering option corresponding to the first user-defined purpose or a second rendering option corresponding to the second user-defined purpose;
querying a database external to the computer system for the first representation of the object when the selection is of the first rendering option;

receiving the first representation of the object from the database external to the computer system when the selection is of the first rendering option;

loading the first representation of the object into the computer memory when the selection is of the first rendering option; and

rendering the object for the frame of animation using the first representation of the object when the selection is of the first rendering option;

wherein the first representation of the object is not loaded into the computer memory when the selection is of the second rendering option;

wherein the first representation of the object comprises references to representations of a first plurality of objects;

wherein the second representation of the object comprises references to representations of a second plurality of objects; and

wherein at least one object within the first plurality of objects is also within the second plurality of objects.

9. (Previously Presented) The method of claim 8 wherein loading the first representation of the object into the computer memory when the selection is of the first rendering option comprises loading representations of the first plurality of objects into the computer memory when the selection is of the first rendering option.

10. (Previously Presented) The method of claim 9 further comprises:
loading the second representation of the object into the computer memory when the selection is of the second rendering option; and
rendering the object for the frame of animation using the second representation of the object when the selection is of the second rendering option;
wherein the second representation of the object is not loaded into the computer memory when the selection is of the first rendering option.

11. (Original) The method of claim 9
wherein the one object comprises a geometric object; and
wherein the first representation of the object comprises a geometric description of the geometric object.

12. (Previously Presented) The method of claim 9
wherein the one object comprises a camera object; and
wherein the first representation of the camera object comprises data selected from the group consisting of: camera field of view, camera position, camera orientation, camera aspect ratio.

13. (Previously Presented) The method of claim 9
wherein the one object comprises a light object; and

wherein the first representation of the light object comprises data selected from the group consisting of: type of light source, light color, light source, light quality, light shape.

14. (Currently Amended) A computer program product for a computer system including a processor and a program memory, the computer program product comprising:

code that directs the processor to retrieve scene descriptor data associated with the frame of animation into the program memory, wherein the scene descriptor data specifies at least one object, wherein the object is associated with a first representation of the object, the first representation of the object being associated with a first user-defined purpose for rendering the frame of animation, [[and]] wherein the object is associated with a second representation of the object, the second representation of the object being associated with a second user-defined purpose for rendering the frame of animation, and wherein the first and second specifications are independent of each other;

code that directs the processor to determine a selection of a first rendering option corresponding to the first user-defined purpose or a second rendering option corresponding to the second user-defined purpose;

code that directs the processor to query a database external to the computer system for the first representation of the object when the selection is of the first rendering option;

code that directs the processor to receive the first representation of the object from the database external to the computer system when the selection is of the first rendering option;

code that directs the processor to load the first representation of the object into the program memory when the selection is of the first rendering option; and

code that directs the processor to render the object for the frame of animation in response to the first representation of the object when the selection is of the first rendering option;

wherein the first representation of the object is not loaded into the program memory when the selection is of the second rendering option;

wherein the codes reside on a tangible media;

wherein the first representation of the object comprises references to representations of a first plurality of objects;

wherein the second representation of the object comprises references to representations of a second plurality of objects; and

wherein at least one object within the first plurality of objects is also within the second plurality of objects.

15. (Previously Presented) The computer program product of claim 14 wherein code that directs the processor to load the first representation of the object into the program memory when the selection is of the first rendering option comprises code that directs the processor to load representations of the first plurality of objects into the program memory when the selection is of the first rendering option.

16. (Previously Presented) The computer program product of claim 15 further comprising

code that directs the processor to load the second representation of the object into the program memory when the selection is of the second rendering option; and

code that directs the processor to rendering the object for the frame of animation in response to the second representation of the object when the selection is of the second rendering option.

17. (Original) The computer program product of claim 16 wherein the object comprises a geometric object;
wherein the representations of the first plurality of objects comprise a plurality of geometric primitives.

18. (Previously Presented) The computer program product of claim 16 wherein the object comprises a camera object; and

wherein the representations of the first plurality of objects includes properties selected from the group consisting of: camera field of view, camera position, camera orientation, aspect ratio.

19. (Original) The computer program product of claim 16 wherein the object comprises a light object; and wherein the representations of the first plurality of object includes properties selected from the group: type of light source, light color, light source, light quality, light shape.

20. (Original) The computer program product of claim 16 wherein the first representation of the object further comprises values for properties of objects in the first plurality of objects.

21. (Previously Presented) The method of claim 3 wherein the geometric description of the geometric object includes a plurality of geometric parameters; and wherein the scene descriptor data includes values for the plurality of geometric parameters.

22. (Previously Presented) The method of claim 4 wherein the first representation of the camera object includes a plurality of camera parameters; and wherein the scene descriptor data includes values for the plurality of camera parameters.

23. (Previously Presented) The method of claim 5 wherein the first representation of the light object includes a plurality of light parameters; and wherein the scene descriptor data includes values for the plurality of light parameters.